

Fusion 3v3 Rules

Field Dimensions: The playing field is 35 yards long by 25 yards wide. The goal box is a 2 yard half circle. Goal size is 4x6

Uniforms: All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. The home team will be a light color and the away team will be a dark color. If both teams are wearing the same color, a coin flip in pool play will determine which team must change. In play-offs, the higher seed will have the option.

Game Duration: The game shall consist of two 12 minute halves separated by a two minute halftime period. **All games may be played in 1 day depending on bracket.**

The Goal Box: There is no ball contact allowed within the goal box. Any player may pass through or run through the goal box as long as the ball is not touched inside. If the ball comes to a complete stop inside the goal box, a goal kick will be awarded regardless of which team last touched the ball. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team, a goal will be awarded (unless the ball has come to a complete stop outside of the goal). If the offensive player touches after the ball has broken the plane, a goal kick will be awarded.

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field (Ball must be completely on the offensive half of the field: Can not be touching the mid-line). If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.

No Offsides in 3v3 Soccer!

No Slide Tackling!

Kick-Ins: The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched with a foot and moves one full rotation.

Indirect Kicks: All deadball kicks (kick-ins, free kicks, kick-offs) are indirect with the exception of corner/penalty kicks.

Goal Kicks: May be taken from any point on the endline.

3 Yard Rule: In all deadball situations, defending players must stand at least three yards away from the ball. If the defensive player's goal is closer than three yards, the ball shall be played three yards from the goal box, in line with the place of the penalty.

Penalty Kicks: It is a direct kick taken from the center of the midfield line with all players behind the midfield line and the player taking the kick. This is a "deadball" kick. If a goal is not scored, the defense obtains possession with a goal kick

Number of Players: Roster size is 4-6 players. Only 3 players play at a time and there are no goal keepers. In the event that players don't show or are eliminated due to red cards, the team still must have at least 2 players on the field to complete the game.

Substitutions: Substitutions may be made at any deadball situation, regardless of possession. Teams must get the referee's attention and players must enter/exit at midfield

Scoring (In bracket play): Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A max GD of 5 will be awarded.

TieBreakers: In pool play, ties between three or more teams will be broken by (1) Head to head results between the tied teams (2) Goal differential +/- 6 (3) Fewest total goals allowed (4) Shootout. Each tiebreaking criterion is carried out to its fullest in determining the seeds in ties between 3 or more teams.

Playoff Overtime: Shall consist of a 3 minute "golden goal" overtime period with a coin toss to decide kickoff/direction. The first team to score in overtime is the winner. If no team has scored in the 3 minute overtime, the winner shall be decided by a shootout.